

Nintendo ENTERTAINMENT SYSTEM

ULTIMATE STUNTMAN

IMPORTANT PRECAUTIONS

Use common sense. Do not use in an area where fire or other hazards exist. Read and follow all safety instructions.

DO NOT touch the connectors or get them wet or dirty.

DO NOT throw the game with someone, another child, or pet.

DO NOT use the game in places that are very hot or very cold.

DO NOT use the game for a long period of time.

DO NOT use the game in a wet or damp area.

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Courtesy of NESForum.com

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ULTIMATE STUNTMAN- THE HUMAN FLY

Once the briefcase is disarmed and the Ultimate Stuntman has broken through the base perimeter, he'll find that the only way in is through the pool. Now, fear, all Ultimate Stuntman has to do is a brilliant human fly act!
Doctor Evil is still playing dirty through - he's got a bunch of his hoods waiting in the building who will stop at nothing to prevent Ultimate Stuntman from penetrating the base. The only way to deal with the hoods is to wipe them out with his gun...

HUMAN FLY CONTROLS

UP/DOWN/LEFT/RIGHT
A or B BUTTONS
START

Move Ultimate Stuntman
More target and fire
Pause/Unpause

GROUND PURSUIT

Ultimate Stuntman will have to chase Doctor Evil along highways and backroads, through rivers and rapids, down covered beaches and many more. Some of Doctor Evil's hoods are willing to ambush Ultimate, and there's more than a small army out there. Watch out for rockfalls, missiles, bullets and bombs and other surprises. Luckily, Ultimate Stuntman has weapons hidden along the route, so pick them up to improve your chances of success.

GROUND PURSUIT CONTROLS

UP
LEFT/RIGHT
DOWN

Accelerate
Move Left/Right
Brake then reverse

A BUTTON
B BUTTON

Turbo (if available)
Fire weapons

START

Pause/Unpause

The Display - how to use it.

The search for Doctor Evil will take Ultimate Stuntman™ through lots of different action scenarios Ultimate will probably travel through each type of action scenario more than once and probably in different vehicles.
On each scene, the screen will display (on the top left) an energy bar with five squares. If all these are lost, Ultimate Stuntman will loose a life. Also, if you take too long on these scenes the trail will go cold and Ultimate Stuntman™ will forfeit a life.
Turbo and keys to collect are displayed on the top right and are explained with each section...



BOMB DISPOSAL

If Ultimate Stuntman™ makes it into the base, it is just possible that Doctor Evil will have escaped, leaving a bomb behind to destroy any evidence and maybe Ultimate Stuntman too!
To diffuse a bomb, all the microchips must be removed from the triggering device before the timer runs off the bomb, it's lucky that Ultimate Stuntman always carries a soldering iron! Some microchips will need to be de-soldered more than once to fully remove them, and Doctor Evil has laid a few booby-traps along the way like all good bomb makers do. Follow these rules to diffuse the bomb.1. You can only de-solder a chip that is next to one you have just de-soldered.2. You can't de-solder the same chip twice in succession.3. You risk it overheating and setting the bomb off.

BOMB DISPOSAL CONTROLS

UP/DOWN/LEFT/RIGHT
ALL OTHER BUTTONS

Move pointer
Reset the puzzle

MICROLIGHT PURSUIT

Doctor Evil has fed, taking to the skies in one of his heavily armed microlight planes. Ultimate Stuntman™ must of course follow the Doctor (who is an expert pilot) to his target destinations, in a microlight. Fly over the busy terrain, being careful not to crash the craft into rocks and cliffs. You have to squeeze through gaps in solid rock walls, so you'll have to trim your flight path to exactly the right attitude... you're the only one that can do it!

MICROLIGHT PURSUIT CONTROLS

LEFT/RIGHT:
UP
DOWN

move left/right
Climb
Dive

START
A BUTTON
B BUTTON

pause
Keep slow
Fire weapons

CAMERICA LIMITED INC. LIMITED WARRANTY

Camacia Limited Inc., ("CAMACIA") warrants to the original purchaser only of the Camacia game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty will not apply to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camacia game cartridge has arisen through ABUSE, MISUSE, NEGLIGENCE or FORCE MAJEURE.

CAMACIA ON REQUEST: Camacia agrees to provide a replacement (90) days to return the defective cartridge to the original purchaser at no charge. The Camacia game cartridge shall be replaced by the original purchaser at no charge.

Replacement of the game cartridge shall not be considered a warranty and shall not be considered a warranty of the original purchaser at no charge. The Camacia game cartridge shall be replaced by the original purchaser at no charge.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or use of trade or any otherwise established.

In no event will Camacia be liable for any special incidental or consequential damages resulting from use, misuse or non-use of the Camacia game cartridge.

The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the limitation or exclusion of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law of any jurisdiction and such provision shall be severed from the rest of these terms.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or use of trade or any otherwise established.

In no event will Camacia be liable for any special incidental or consequential damages resulting from use, misuse or non-use of the Camacia game cartridge.

The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the limitation or exclusion of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law of any jurisdiction and such provision shall be severed from the rest of these terms.

Camacia Ltd. Inc., 3791 CAMELIA ROAD, NORTH-BAY, ONTARIO L0N 1G0, CANADA. TEL: 705-498-4000. FAX: 705-498-4001. E-MAIL: info@camacia.com

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The device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference and
- (2) This device must accept any interference received including interference may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B Digital Device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions this could cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the measures below:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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